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ROMSTAR®

WORLD CHAMP™

"This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.®"

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THANK YOU FOR PURCHASING WORLD CHAMP

Before you start to box, please read this instruction booklet carefully and be sure to follow the correct operating procedures. Keep this instruction booklet safe for future reference.

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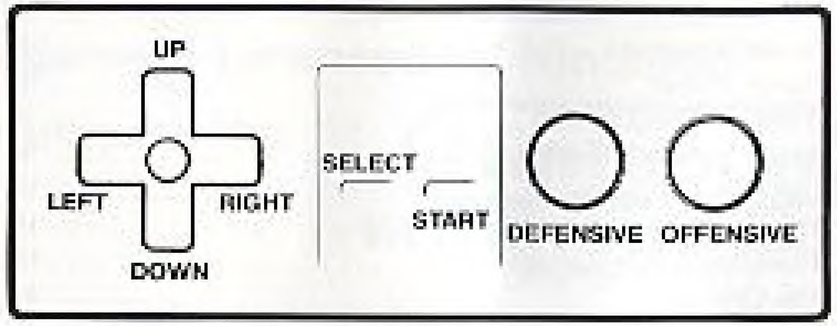
STARTUP INSTRUCTIONS

Insert the game cartridge into your NES®. Turn on the power switch. You should have the title screen showing.

Use the "Select" button to choose between game types.

Press "Start" to begin the bout.



Press "Start" at any time during the game to pause the game.

GENERAL GAME INSTRUCTIONS.

There are three types of boxing action in World Champ:

The Ranking Game
The VS Game
The Tournament Game

All have the same basic game features. However, each style of boxing action will be discussed individually later.

ABILITY

The Boxer's ability consists of four categories:

SPEED
STAMINA
DEFENSE
PUNCH

The Punch is further divided into four different types of punches:

STRAIGHT
UPPER CUT
BODY BLOW
HOOK

You are able to adjust the power of each punch within your punch ability before each round. Your strategy can therefore be changed according to your opponent's strengths and weaknesses.

POWER UP

There are two ways to improve your speed, stamina, defense and punch. If you win your matches, you can improve these abilities during both sparring and normal game modes. If you lose you will not be penalized.

SPEED — This applies to the movement of the boxer's body and punches.

STAMINA — This is a measure of the total physical strength of the boxer.

DEFENSE — This indicates the ability to defend yourself against the opponent's punches.

PUNCH — This indicates the total power of your punching strength. The higher the number, the more the damage your punch will do to your opponent. (Refer to punch power for additional information).

BOXER MOVEMENT

The arrow pad on the controller controls the movement of the boxer. Press the arrow up, down, right and left to make some fancy footwork.

Use the "A" button for offensive moves.

Use the "B" button for defensive moves.

A combination of footwork, position and use of the "A" and "B" buttons will result in the following punches:

OFFENSIVE MOVES when facing your opponent straight on:

1. Press the control pad right or left with the "A" button to throw a straight punch.
2. Press the control pad down and with the "A" button to throw a body blow.
3. Press the control pad up with the "A" button to throw an upper cut.

OFFENSIVE MOVES when facing your opponent at an angle:

1. Press the control pad right or left with the "A" button to throw a hook.
2. Press the control pad up or down with the "A" button to throw a straight punch.

DEFENSIVE MOVES when facing your opponent straight on:

1. When your opponent throws a straight punch, sway down to defend yourself.
2. When your opponent throws a body blow, sway back to defend yourself.
3. When your opponent throws an upper cut, your best defense is to block it.

DEFENSIVE MOVES when facing your opponent at an angle:

1. When your opponent throws a straight punch, the best defense is to sway down.
2. If your opponent throws a hook, your best defense is to block it.

Please note that if you do not use the arrow pad on the controller in correct combination with the "A" button, the punch thrown will be chosen randomly by the program. Also note that if you fail to defend yourself properly, the program will automatically select the appropriate defense against the opponent's punch.

PUNCH POWER

The interval screen is where you will delegate your punch strength. At the bottom of the screen the different types of punches are displayed. The maximum strength you can delegate to each punch is 20.

To enter your punch power, use the controls as follows:

1. Use up and down on the arrow pad to move the arrow to the desired punch.
2. Press the arrow pad right to increase the number.
3. Press the arrow pad left to decrease the number.

Note that the remainder of your punch power will be displayed at the bottom of the screen.

Once you have entered your punch strength, press the "start" button to begin the game.

RULES AND REGULATION

Each match consists of five rounds. If you are playing the ranking game, the sparring match consists of three rounds.

Each round is 60 seconds, and is followed by a brief break between the rounds.

The game is over when one of the following occurs:

1. KO — or Knock Out. When one of the players is unable to get up within 10 seconds of being knocked down.

2. TKO — or Technical Knock Out. When one of the players is knocked down three times within the same round.

3. DECISION — or win based upon accumulated points. When there is no KO or TKO, the winner will be decided by points earned in each round. Ten points will be awarded to the player who landed more punch points, and 10 points will be subtracted from the opposite player. If the punch points were even, both players will be awarded 10 points. If the points are even at the end of the game, the player with more stamina points will win.

GAME SCREEN DISPLAY

STAMINA GAUGE — This displays the player's total physical strength. It decreases as time goes by and as punched by the opponent.

SPIRIT GAUGE — This gauge measures the fighting spirit of the player. When hit by the opponent, or when the opponent dodges your punch, your fighting spirit will decrease. On the other hand, when you land a punch or when you dodge your opponent's punch, your fighting spirit will increase. When your gauge is at its maximum (red zone), one of your punches will knock down your opponent.

TIME DISPLAY — This indicates the remaining time in the round.

ROUND DISPLAY — This indicates which round you are in.

NOTE: The displays on the left of the screen are for Player One. The displays on the right are for Player Two. (During the ranking game, the displays on the right are for the opponent.)

THE RANKING GAME

The Ranking Game will allow you to build upon your strengths to become World Champ. There are four weight classifications:

WELTERWEIGHT
MIDDLEWEIGHT
CRUISERWEIGHT
HEAVYWEIGHT

The Ranking Game has two types of game modes: Training and Ranking.

During the Training mode you have the option to spar with your opponent before the fight. You can improve on your speed, stamina, defense or punch. You can select your training method at the menu select option.

During the Ranking Game, you are matched against the top five ranked fighters of each class. Your ranking will go up as you win, and down as you lose. You will advance to the next class when you defeat the World Champ of each class.

If you defeat the World Champ, you will receive a password which can be used at a later date. For details refer to the name and password section.

THE VS GAME

THE VS Game is a two player simultaneous mode.

Each player will be able to retrieve their own powered up fighters by entering the correct name and password. Remember that passwords are issued during the Ranking Game Mode. (Refer to name and password section).

THE TOURNAMENT GAME

WORLD CHAMP can be played by 3 to 8 players in the Tournament Game. The tournament structure will be displayed on the screen. The player number will determine which controller the player will use and where the data will be displayed on screen. The lower player number will use the left controller and the data will be displayed on the lower left corner. The higher player number will use the right controller and the data will be displayed on the lower right corner. Each player will be able to use their own powered up fighter. (Refer to name and password section for details).

THE TOURNAMENT GAME STRUCTURE IS AS FOLLOWS:

3 PLAYER

Match #1 — Player One vs. Player Two
Championship — Winner of Match # 1 vs. Player 3

4 PLAYER

Match #1 — Player One vs. Player Two
Match #2 — Player Three vs. Player Four
Championship — Winner of Match #1 vs. Winner of Match #2

5 PLAYER

Match #1 — Player One vs. Player Two
Match #2 — Player Four vs. Player Five
Match #3 — Winner of Match # 1 vs. Player Three
Championship — Winner of Match #3 vs. Winner of Match #2

6 PLAYER

Match #1 — Player One vs. Player Two
Match #2 — Player Four vs. Player Five
Match #3 — Winner of Match # 1 vs. Player Three
Match #4 — Winner of Match # 2 vs. Player Six
Championship — Winner of Match #3 vs. Winner of Match #4

7 PLAYER

Match #1 — Player One vs. Player Two
Match #2 — Player Five vs. Player Six
Match #3 — Player Three vs. Player Four
Match #4 — Winner of Match # 1 vs. Winner of Match #3
Match # 5 — Winner of Match # 2 vs. Player Seven
Championship — Winner of Match #4 vs. Winner of Match #5

8 PLAYER

Match #1 — Player One vs. Player Two
Match #2 — Player Seven vs. Player Eight
Match #3 — Player Three vs. Player Four
Match #4 — Player Five vs. Player Six
Match # 5 — Winner of Match #1 vs. Winner of Match #3
Match # 6 — Winner of Match #2 vs. Winner of Match #4
Championship — Winner of Match #5 vs. Winner of Match #6

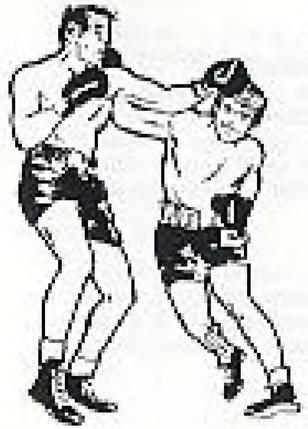
THE LINE UP

WELTERWEIGHT

1. Kid Lopez
2. Tiny Tim
3. Dancing TY
4. Rebel Ron
5. Mighty Lee

MIDDLEWEIGHT

1. Silk Sam
2. Sugar Mike
3. Sweet Lou
4. KO Kasher
5. Pinhead



CRUISERWEIGHT

1. Money Man
2. Rock Hands
3. Razor Ross
4. J.P. Cobra
5. Action Jim

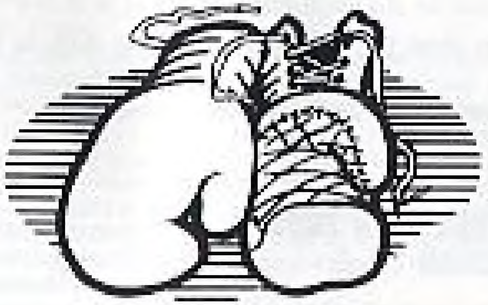
HEAVYWEIGHT

1. Hard Head
2. Mean TJ
3. Joe Gomez
4. Fat Tony
5. Jumbo Joe

NAMES AND PASSWORDS

At the password screen, you can recall your favorite boxer by correctly entering the name and password of that boxer.

Passwords are assigned only during the Ranking Game. After you have successfully defeated your opponent, a password will be generated. You can recall your boxer for the Ranking Game, the VS Game or the Tournament Game.



CAUTION DURING USE:

1. If you play for long periods, take a 10 to 15 minute break every hour or so.
2. This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3. Do not touch the connectors or let them come into contact with water, as this can cause malfunction.
4. Do not clean the game pak with volatile solvents such as thinner, benzene or alcohol.
5. Store the game pak in its protective sleeve when not in use.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ROMSTAR 90-DAY LIMITED WARRANTY:

Romstar, Incorporated warrants to the original consumer purchaser that this Romstar game pak shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day period, Romstar will repair or replace the pak, at its option, free of charge.

TO RECEIVE THIS WARRANTY SERVICE:

1. Do not return your defective game pak to the retailer.
2. Notify the Romstar Consumer Products Service Department of the problem requiring warranty service by calling (213) 539-5283. Our Consumer Products Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
3. Do not send your pak to Romstar before calling the Consumer Service Department. Any unauthorized pak returned to Romstar will not be accepted.
4. If the Romstar Service Representative is unable to solve the problem by phone, you will be provided with a Return Merchandise Authorization Number (RMA#).
5. When you are returning your pak to Romstar, please proceed as follows:
   - Obtain an RMA# from a Romstar Service Representative
   - Reference this RMA# on all correspondence, shipping documents and it must be clearly visible on the outside of the package.
   - Be sure that your packaging is at least 4 inches by 6 inches. Many shipping companies will not ship anything smaller.
   - Return your pak FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE. Use a shipping Company which will be able to provide a proof

of delivery in the event your return is lost in transit. Include a brief letter (referencing your RMA#) explaining the defect. You must include the following with your return:

- Full Name
- Complete Mailing Address
- Shipping Address if different than mailing address
- Day Time Phone Number
- Dated Sales Receipt or Similar Proof of Purchase
- Name and Address of the store the pak was purchased

SEND YOUR RETURN TO:
ROMSTAR, INCORPORATED
CONSUMER PRODUCTS SERVICE DEPARTMENT
DEPT. 112
22657 LOCKNESS AVENUE
TORRANCE, CA 90501

THIS WARRANTY SHALL NOT APPLY IF THE PAK HAS BEEN DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, MODIFICATIONS, TAMPERING, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP.

ROMSTAR REPAIR / SERVICE AFTER EXPIRATION OF WARRANTY:

If the pak develops a problem requiring service after the 90-day warranty period, you may contact the Romstar Consumer Products Service Department at (213) 539-5283. If the Romstar Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Romstar to repair or replace the pak and will be given a Return Merchandise Authorization Number (RMA#). Reference your RMA# on the outside packaging of the defective pak, on all correspondence, and on your shipping documents.

Return the defective merchandise FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Romstar and enclose a money order payable to ROMSTAR, INC. for the cost quoted to you. Please include the following with your return:

- RMA Number
- Full Name
- Mailing Address
- Shipping Address (if different than mailing address)
- Day Time Phone Number

If after personal inspection, the Romstar Service Representative determines the pak cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Romstar be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of the warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

ROMSTAR

PLAYER SUPPORT

If you have any questions regarding your WORLD CHAMP ® Game Pak, please feel free to contact your Player Support Department at:

(213) 539-5283

Please return your Free Subscription Card to Romstar's Newsletter. In the newsletter we will update you on new games from Romstar, give hints and tips on Romstar games and run contests.

Look for other Romstar games — Coming soon from your local retailer.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.